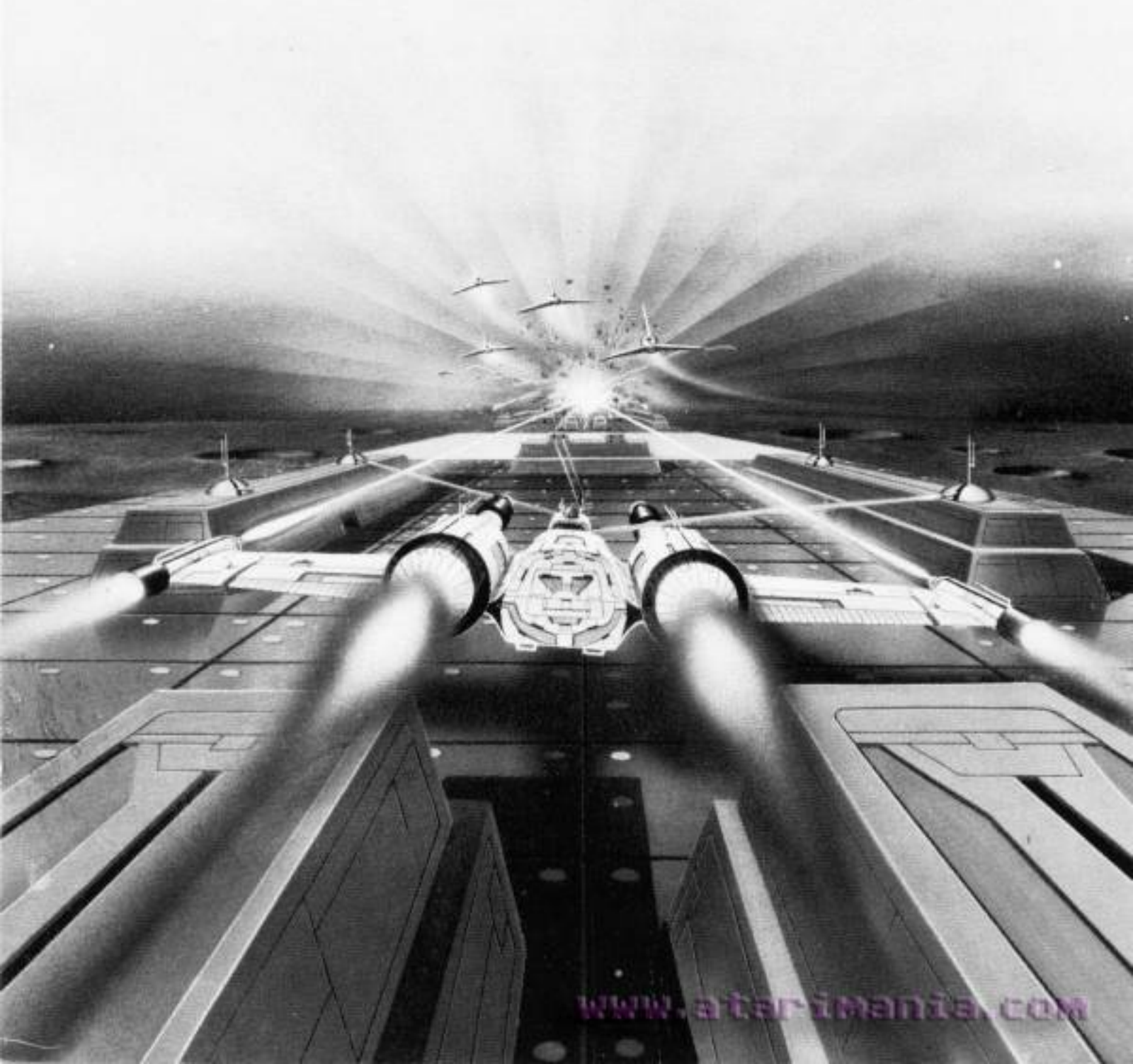# TIGERVISION®

# INSTRUCTIONS

# ESPIAL™

## OPERATION

Plug the cartridge in with the power shut off.
When the power is switched on, the title frame is displayed. Switch the power "on". The title frame should be displayed.
Press the "FIRE" button of "Joy-Stick 1" to start the game.
After each game is over, the title frame will be displayed and a new game will start.
Pressing the "RESET" key at any time ends the game. The title frame will be displayed and "HIGH SCORE" cleared.

## GENERAL INFORMATION

You are a space attack pilot flying at death range over the gigantic star ship. Your mission while defending yourself against the never ending oncoming defense squadrons is to destroy the star ship with your cursor scope missiles. Watch out for the star ship's atomic cannons aimed at you.

## Motion

Your fighter is controlled by the 8 directional lever of the joy-stick.

## Laser Beam Gun

Laser beam gun istriggered with the fire button of the joy-stick. It can destroy the enemies' flying defense squadrons.

## Double-Barreled Missile

Your missiles are triggered with the fire button of the joy-stick. They can destroy the fortress, cannons cell and shelters on the surface of the enemy star ship. The cross cursor scope which positions ahead of the fighter aims the missile firing position.

## Fortress

Rectangular shape, blue and red in color, cannon discharge bombs. Point value: 500.

## Cannon

Rectangular shape, blue and red in color, sometimes hidden beneath the base.
Discharges bombs when fully exposed. Point value: 500.

## Cells

Circular shape, blue color. Discharges bombs when fully opened.
Point value: 500.

## Shelter

Rectangular shape, blue color, Discharges bombs when fully
opened. Point value: 500.

## Bombs

Small dots, changes color, cannot be destroyed.
Avoid hitting it, otherwise you get killed.

## Enemy flying objects

Diamond
Appears only in Diamond Space, has two stages:

| | | | |
|---|---|---|---|
| Generations stage: | RED | Point Value: | 200 |
| Normal stage: | YELLOW | Point Value: | 400 |

In the Generation Stage they cause no harm to you, but
In the Normal Stage they destroy you.
Others
Various shape, various flying path

## Ships

At the start of the game, you get 5 fighters.
If you lose all 5 fighter ships the game is over.
A bonus of one fighter will be awarded for every twenty thousand
points you score.

## ENEMY BASE

There are 3 kinds of enemy bases.

| | |
|---|---|
| Red Base: contains cannon and fortress | (Screen Art) |
| Blue Base: contains cells and shelter | (Screen Art) |
| Diamond Space: contains diamonds | (Screen Art) |

After passing through one enemy base you will be in another base,
until all your fighters have been destroyed.

## SCORING

| Object Destroyed | Score |
|---|---|
| Flying objects | 100-500 |
| Fortress, cannon, cell and shelter | 500 |
| Diamond (Generation Stage) | 200 |
| (Normal Stage) | 400 |

## YELLOW DISPLAY IN THE LOWER PART OF THE SCREEN

Miles — indicates how far you have travelled in the enemies' territories

Score — indicates how many points you have scored.

Ships — indicates how many fighters you have left.

High Score — indicates the score of the best player so far.

HINT: Destroy more cells, fortress or shelters, so as to score more points and avoid generation of more bombs.

# TIGERVISION®

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